

Ubiquitous Memories:
Wearable Interface for Computational
Augmentation of
Human Memory based on Real World Objects

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Wearable Device

- Head-mounted display
- Camera
- Glove with RFID device



Memorize and Recall

- Touch an object with RFID tag
- Video is recorded and stored online
- Touch a known tag to replay memory

Experiment

- Present subjects with objects
- Associate objects with portrait, corner, and playing cards
- Prompt subjects with objects and have them recall the associated details

Results

- Wearing the device improved portrait recall

Works Cited

Kawamura, T., Fukuhara, T., Takeda, H., Kono, Y., & Kidode, M. (2003, June). Ubiquitous memories: wearable interface for computational augmentation of human memory based on real world objects. In Proc. 4th International Conference on Cognitive Science (ICCS2003) (pp. 273-278).